



# Vitor R. O. Fajardo

3D Artist / Animator

**Portfolio**  
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## Profile

With almost 10 years of experience with audiovisual productions, in which 7 of them were dedicated to games. I have a degree in Digital Design and also courses focused on 3D productions. I'm experience in producing the entire animation pipeline, from modeling to post production using 3Ds Max, Maya, After Effects and implementation in Unity. My goal is to dedicate my career to 3D character animation.

## Employment History

3D Generalist at Pipa Studios, São Paulo

October 2016 - Present

- Responsible for the UI and 3D character animations.

2D Animator at Open the Door Studios, São Paulo

August 2016 - October 2016

- Responsible for preparing PSDs files for After Effects animations.

Motion Graphics Animator at Veez, São Paulo

January 2014 - August 2016

- Responsible for creating 2D and 3D commercials and corporate videos.

3D Artist at Ilusiva, São Paulo

July 2013 - December 2013

- Created game assets for Unity Asset Store

3D Artist / Co-Founder at Breaking Fingers, São Paulo

January 2011 - April 2012

- Responsible for creating 3D characters and environments for the games.

## Education

Anhembi Morumbi Univrsity, São Paulo

January 2010 - December 2013

## Courses

VRay Rendering, Melies

January 2015 - June 2015

3D Animation, Melies

January 2014 - June 2014

Zbrush Sculpting, Melies

January 2013 - June 2013

## Skills

3D Animation



3D Modeling



3D Texturing



Autodesk 3Ds Max



Autodesk Maya



Unity Engine



Adobe Photoshop



Adobe After Effects



Digital Illustration



## Hobbies

3D Printing

## Languages

English



Portuguese

